

BCD Perspectives

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Maybe

- BCD is a starting point
- BCD is a record
- BCD is a process
- BCD is a backbone to what we'd do
... but...

First off

- We need to define what BCD is.
 - And what BCD is not.
- And how these BCD connects with the rest of GDE activities (ref: BB's talk yesterday).
- These definitions must come together with the definition of the Configuration Control/Change Process.
- And these descriptions must come available in writing, i.e. GDE-Internal-2005-01 or something
- So that all WG/GG field colleagues (i.e. non-management types) can look up and understand.

To be somewhat repetitive

- Question: Is BCD...
 - Current (Summer/Fall) 2005 snapshot perception of available technologies (something that evolves as func of time),... or
 - Else???,e.g. what we “would” reach in N-years R&D
← people’s usual perception of “Conceptual Design”
- Whichever way we go, we need a clear agreement (in writing).
- And, of course, BCD must be able to serve as the basis/backbone for the RDR process.

The Specifics - Contents

- BCD had better be something that people can print and read.
- Baseline CD Part
 - Params + Rationale
 - Decks, optics diagrams
 - Basic HW scheme + rationale
 - Plans of attack
 - If not converged, descriptions on “why”
- Alternative CD Part
 - ...
- Perhaps ~ 100pages but not much more.

Documentation Management

- A challenge, but a do-able one, IMHO.
- Technicalities: RDBMS or XML+XSLT/PHP, etc